What Is Claimed Is:

| 1 | 1. A method for displaying multiple two-dimensional (2D) windows | | | |
|---|--|--|--|--|
| 2 | with related content within a three-dimensional (3D) display model, comprising: | | | |
| 3 | receiving a command to display a first window within the 3D display | | | |
| 4 | model; | | | |
| 5 | displaying content of the first window on a first surface of a 3D object; | | | |
| 6 | receiving a command to display a second window within the 3D display | | | |
| 7 | model, wherein content of the second window is related to content of the first | | | |
| 8 | window; and | | | |
| 9 | displaying content of the second window on a second surface of the 3D | | | |
| 10 | object. | | | |
| | | | | |
| 1 | 2. The method of claim 1, wherein the second surface of the 3D | | | |
| 2 | object is located on the opposite side of the 3D object from the first surface, and | | | |
| 3 | wherein only one of the first surface of the 3D object and the second surface of the | | | |
| 4 3D object is visible at any given time. | | | | |
| | | | | |
| 1 | 3. The method of claim 2, further comprising rotating the 3D object | | | |
| 2 | so that the second surface is visible. | | | |
| | | | | |
| 1 | 4. The method of claim 1, further comprising: | | | |
| 2 | receiving a command to display a third window within the 3D display | | | |
| 3 | model; and | | | |
| 4 | displaying content of the third window on a surface of a second 3D object, | | | |
| 5 | wherein the second 3D object is located in close proximity to the 3D object in the | | | |
| 6 | 3D display model. | | | |

| 1 | 5. The method of claim 2, further comprising: | | |
|----|---|--|--|
| 2 | receiving a modal dialog related to the content of the first window, | | |
| 3 | wherein the modal dialog must be responded to before any other action may be | | |
| 4 | taken on an application; | | |
| 5 | rotating the 3D object so that the second surface is visible and the first | | |
| 6 | surface is hidden; and | | |
| 7 | displaying the modal dialog on the second surface. | | |
| 1 | 6. The method of claim 5, further comprising rotating any related 3D | | |
| 2 | objects so that related content on the surface of the related 3D objects is not | | |
| 3 | visible until the modal dialog is acknowledged. | | |
| 1 | 7. The method of claim 1, wherein the first window and the second | | |
| 2 | window are associated with different applications. | | |
| 1 | 8. The method of claim 1, wherein upon receiving the command to | | |
| 2 | display the second window, the method further comprises: | | |
| 3 | looking up an identifier for the second window in a lookup table that | | |
| 4 | contains entries specifying relationships between windows; | | |
| 5 | determining if the second window is related to the first window; | | |
| 6 | if so, displaying content of the second window on the second surface of | | |
| 7 | the 3D object; and | | |
| 8 | if not, displaying content of the second window on a surface of a distant | | |
| 9 | 3D object, which is not located in close proximity to the 3D object in the 3D | | |
| 10 | display model. | | |

| 1 | 9. The method of claim 1, further comprising: | |
|----|--|--|
| 2 | receiving a notification that the first window and the second window | |
| 3 | contain related content; and | |
| 4 | creating an association between the first window and the second window | |
| 5 | in a lookup table. | |
| | | |
| 1 | 10. The method of claim 4, wherein the 3D object is stacked on top of | |
| 2 | the second 3D object so that the second 3D object is obscured by the 3D object | |
| 3 | from the viewpoint of a user. | |
| | • | |
| 1 | 11. The method of claim 10, wherein the 3D object is translucent so | |
| 2 | that the second 3D object is visible through the 3D object. | |
| | | |
| 1 | 12. A computer-readable storage medium storing instructions that | |
| 2 | when executed by a computer cause the computer to perform a method for | |
| 3 | displaying multiple two-dimensional (2D) windows with related content within a | |
| 4 | three-dimensional (3D) display model, the method comprising: | |
| 5 | receiving a command to display a first window within the 3D display | |
| 6 | model; | |
| 7 | displaying content of the first window on a first surface of a 3D object; | |
| .8 | receiving a command to display a second window within the 3D display | |
| 9 | model, wherein content of the second window is related to content of the first | |
| 10 | window; and | |
| 11 | displaying content of the second window on a second surface of the 3D | |
| 12 | object. | |

| 1 | 13. The computer-readable storage medium of claim 12, wherein the | | |
|---|--|--|--|
| 2 | second surface of the 3D object is located on the opposite side of the 3D object | | |
| 3 | from the first surface, and wherein only one of the first surface of the 3D object | | |
| 4 | and the second surface of the 3D object is visible at any given time. | | |
| 1 | 14. The computer-readable storage medium of claim 13, wherein the | | |
| 2 | method further comprises rotating the 3D object so that the second surface is | | |
| 3 | visible. | | |
| 1 | 15. The computer-readable storage medium of claim 12, wherein the | | |
| 2 | method further comprises: | | |
| 3 | receiving a command to display a third window within the 3D display | | |
| 4 | model; and | | |
| 5 | displaying content of the third window on a surface of a second 3D object, | | |
| 6 | wherein the second 3D object is located in close proximity to the 3D object in the | | |
| 7 | 3D display model. | | |
| 1 | 16. The computer-readable storage medium of claim 13, wherein the | | |
| 2 | method further comprises: | | |
| | • | | |
| 3 | receiving a modal dialog related to the content of the first window, | | |
| 4 | wherein the modal dialog must be responded to before any other action may be | | |
| 5 | taken on an application; | | |
| 6 | rotating the 3D object so that the second surface is visible and the first | | |

displaying the modal dialog on the second surface.

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surface is hidden; and

| 1 | 17. The computer-readable storage medium of claim 16, wherein the | | | |
|----|---|--|--|--|
| 2 | method further comprises rotating any related 3D objects so that related content | | | |
| 3 | on the surface of the related 3D objects is not visible until the modal dialog is | | | |
| 4 | acknowledged. | | | |
| • | uotato wieugeu. | | | |
| 1 | 18. The computer-readable storage medium of claim 12, wherein the | | | |
| | 3 | | | |
| 2 | first window and the second window are associated with different applications. | | | |
| | | | | |
| 1 | 19. The computer-readable storage medium of claim 12, wherein upon | | | |
| 2 | receiving the command to display the second window, the method further | | | |
| 3 | comprises: | | | |
| 4 | looking up an identifier for the second window in a lookup table that | | | |
| 5 | contains entries specifying relationships between windows; | | | |
| 6 | determining if the second window is related to the first window; | | | |
| 7 | if so, displaying content of the second window on the second surface of | | | |
| 8 | the 3D object; and | | | |
| 9 | if not, displaying content of the second window on a surface of a distant | | | |
| 10 | 3D object, which is not located in close proximity to the 3D object in the 3D | | | |
| 11 | display model. | | | |
| | | | | |
| i | 20. The computer-readable storage medium of claim 12, wherein the | | | |
| | 8 | | | |
| 2 | method further comprises: | | | |
| 3 | receiving a notification that the first window and the second window | | | |
| 4 | contain related content; and | | | |

creating an association between the first window and the second window

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in a lookup table.

| 1 | 21. The computer-readable storage medium of claim 15, wherein the | | |
|----------|---|--|--|
| 2 | 3D object is stacked on top of the second 3D object so that the second 3D object | | |
| 3 | 3 is obscured by the 3D object from the viewpoint of a user. | | |
| | | | |
| <u>ļ</u> | 22. The computer-readable storage medium of claim 21, wherein the | | |
| 2 | 3D object is translucent so that the second 3D object is visible through the 3D | | |
| 3 | 3 object. | | |
| | | | |
| 1 | 23. An apparatus for displaying multiple two-dimensional (2D) | | |
| 2 | windows with related content within a three-dimensional (3D) display model, | | |
| 3 | comprising: | | |
| 4 | a receiving mechanism configured to receive a command to display a first | | |
| 5 | window within the 3D display model; | | |
| 6 | a display mechanism configured to display content of the first window on | | |
| ? | a first surface of a 3D object; | | |
| 8 | wherein the receiving mechanism is further configured to receive a | | |
| 9 | command to display a second window within the 3D display model, wherein | | |
| 10 | content of the second window is related to content of the first window; and | | |
| 11 | wherein the display mechanism is further configured to display content of | | |
| 12 | the second window on a second surface of the 3D object. | | |
| | | | |
| 1 | 24. The apparatus of claim 23, wherein the second surface of the 3D | | |
| 2 | object is located on the opposite side of the 3D object from the first surface, and | | |
| 3 | wherein only one of the first surface of the 3D object and the second surface of th | | |
| 4 | 3D object is visible at any given time. | | |

| 1 | 25. | The apparatus of claim 24, further comprising a rotation | | | |
|---|--|---|--|--|--|
| 2 | mechanism configured to rotate the 3D object so that the second surface is visible | | | | |
| | | | | | |
| 1 | 26. | The apparatus of claim 23, wherein the receiving mechanism is | | | |
| 2 | further config | gured to receive a command to display a third window within the 3D | | | |
| 3 | display model, and wherein the display mechanism is further configured to display | | | | |
| 4 | content of the third window on a surface of a second 3D object, wherein the | | | | |
| 5 | second 3D object is located in close proximity to the 3D object in the 3D display | | | | |
| 6 | model. | | | | |
| • | | | | | |
| 1 | 27. | The apparatus of claim 24, further comprising: | | | |
| 2 | where | ein the receiving mechanism is configured to receive a modal dialog | | | |
| 3 | related to the | content of the first window, wherein the modal dialog must be | | | |
| 4 | responded to | before any other action may be taken on an application; and | | | |
| 5 | a rota | tion mechanism configured to rotate the 3D object so that the second | | | |
| 6 | surface is visible and the first surface is hidden; | | | | |
| 7 | wherein the display mechanism is further configured to display the modal | | | | |
| 8 | dialog on the second surface. | | | | |
| | | | | | |
| 1 | 28. | The apparatus of claim 27, wherein the rotation mechanism is | | | |
| 2 | further config | gured to rotate any related 3D objects so that related content on the | | | |
| 3 | surface of the related 3D objects is not visible until the modal dialog is | | | | |
| 4 | acknowledged. | | | | |
| | | | | | |
| 1 | 29. | The apparatus of claim 23, wherein the first window and the | | | |

second window are associated with different applications.

| 1 | 30. The apparatus of claim 23, further comprising: | | |
|---|--|--|--|
| 2 | a lookup mechanism configured to lookup an identifier for the second | | |
| 3 | window in a lookup table that contains entries specifying relationships between | | |
| 4 | windows; and | | |
| 5 | a determination mechanism configured to determine if the second window | | |
| 6 | is related to the first window; | | |
| 7 | wherein the display mechanism is further configured to display content of | | |
| 8 | the second window on the second surface of the 3D object if the second window | | |
| 9 | is related to the first window; and | | |
| 0 | wherein the display mechanism is further configured to display content of | | |
| 1 | the second window on a surface of a distant 3D object, which is not located in | | |
| 2 | close proximity to the 3D object in the 3D display model, if the title of the second | | |
| 3 | window is not related to an identifier for the first window. | | |
| | | | |
| 1 | 31. The apparatus of claim 23, further comprising: | | |
| 2 | a notification mechanism configured to receive a notification that the first | | |
| 3 | window and the second window contain related content; and | | |
| 4 | an association mechanism configured to create an association between the | | |
| 5 | first window and the second window in a lookup table. | | |
| | | | |
| 1 | 32. The apparatus of claim 26, wherein the 3D object is stacked on top | | |
| 2 | of the second 3D object so that the second 3D object is obscured by the 3D object | | |
| 3 | from the viewpoint of a user. | | |
| | | | |
| 1 | 33. The apparatus of claim 32, wherein the 3D object is translucent so | | |
| 2 | that the second 3D object is visible through the 3D object. | | |
| | | | |